
*Cosmic Commuter*TM

EMPLOYEE HANDBOOK

WAY BACK IN THE TWENTIETH CENTURY, a bunch of Ivy League professors sat around inventing space colonies. They were lauded as visionaries and went on lecture tours. Do you think they thought about traffic jams in space?

Somehow, we don't think they did.

We're the G.T.A. --- Galactic Transit Authority. The movers of the daily grind, circa 2075 A.D.

And we're glad you're working for us now.

ACTIVISION[®]

FOUR PART EMPLOYEE PROCEDURE

1. **Land your Rocket Module.** The Astrobus will instantly separate and begin the commute route.
2. **Pick up commuters** when they appear at surface bus stops. Stay on schedule.
3. **When route is completed**, return to the Rocket Module and reconnect.
4. **Lift-off. Deliver commuters** to Grand Central Space Station.

DRIVER BASICS

- **With power off**, plug in game cartridge.
- Plug in LEFT Joystick (right Joystick is not used).
- **Select game level** one or two with the game select switch. Level two is most challenging, with obstacles being faster and more numerous. The Difficulty Switch is not used.
- **To start a new game** at any time, press the Reset Switch. You can now land your Rocket Module.
- **The Astrobus follows the movements of the Joystick.** To blast meteors and space mines, press the red button. **To pick up a commuter**, fly over his head and quickly pull the Joystick toward you.
- **A bonus bus** will be added to your fleet with each increase of 10,000 points.
- **Mandatory retirement** is enforced when you have lost your entire fleet of buses.

RULES OF THE ROUTE

1. **Before an Astrobus can begin its route**, it must touch down as part of the Rocket Module. For this initial landing, Joystick action must be delicate and precise. Push forward to thrust, pull back to cutback engines.
2. **The Route Scanner Strip** is at the lower left of your instrument panel. The eight yellow squares represent the commuters waiting along your orbital route. The moving white dot represents your Astrobus. Use the Scanner to check your distance from the Rocket Module and your direction. It also displays the number of commuters remaining and their location.
3. **Commuters won't wait all day!** If you're taking too long to arrive, they'll leave...and you will hear a series of low tones. You must pick up at least one commuter on the route or you will be unable to reconnect with the Module.

4. **When you've completed your route**, a continuous beep will sound. Fly to the 'end of the line' to meet the Rocket Module. When it appears, land the Astrobus directly on top of it.
5. **Watch your fuel level**. When the indicator drops to "3", your engines will sputter. Refuel by flying into a purple fuel pod. Fuel pods are unavailable once you've completed the route.
6. **Meteors, fireballs and space mines** can be dealt with handily by using your red button blaster.
7. **Commuter Delivery**. After Module reconnection, prepare for lift-off. Thrust your engines and head directly up to Grand Central Space Station. You'll hear the commuters pay their fare in the form of points. If all eight commuters have been picked up, delivery points will double!

OVERHEARD AT THE UNION HALL TIPS FOR TRAINEES

Joe Muldooner, Local 472, said, "The best way to stay on schedule is to fly close to the surface. You'll lose time if you fly all over the place, trying to shoot everything."

Maude Spinetti, Local 12, added, "I aim to get all eight commuters. That's when those bonus fares really pour in."

Amron Smert, dispatcher, said, "Learn to use the Scanner to choose direction. Remember that it represents an orbit, not a straight line. So sometimes the quickest way to either end of the display is to fly in what appears to be the opposite direction."

Finally, an anonymous voice whispered a secret: "If there are no fuel pods around, one will often appear if you'll fly to the top of the screen and shoot three times. But even this won't work once all the commuters are gone."

Designed by
John Van Ryzin.



LET'S GET TO KNOW EACH OTHER

We're working hard to design the kind of home computer entertainment you want. And we'd love to hear your comments. So, drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call 800-633-4363 **anytime on weekends**. In California, call (415) 940-6044/5 (weekdays only).

ACTIVISION, INC.
P.O. Box 7287
Mountain View, CA 94039

ACTIVISION®

LIMITED WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this Activision product that it will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Activision agrees to either repair or replace, at its option, free of charge, any product discovered to be defective within the warranty period upon receipt of the product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation of claims of any nature shall be binding on or obligate Activision. Any implied warranties applicable to this product are limited to the one-year period described above. In no event will Activision be liable for any special, incidental or consequential damage resulting from possession, use or malfunction of this product.

Some states do not allow limitations on how long an implied warranty lasts and or the exclusion or limitation of incidental or consequential damages, so the above limitations and or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

CONSUMER REPLACEMENTS

U.P.S. or registered mail is recommended for returns.

Consumer Relations
Activision, Inc.
2350 Bayshore Frontage Rd.
Mountain View, CA 94043